Subject: Re: Animated explodable object?
Posted by danpaul88 on Sun, 17 Aug 2008 18:28:48 GMT

View Forum Message <> Reply to Message

Sn1per74* wrote on Tue, 12 August 2008 19:42danpaul88 wrote on Tue, 12 August 2008 13:09Just animate it as usual using the animation tools in gmax/3ds max and export it as a hierarchical animated model.
Yeah... duh... just export it as a hierarchalicalichical model from gmax... everyone knows that

Oh, so if I went and asked someone who installed Gmax & the Renegade Public Tools for the first time ever 5 minutes ago they would know how to do that then? I very much doubt it. Stop trying to be a smartarse.

Di3HardNL: You create the animation in RenX(Gmax) by clicking the Animation box at the bottom, moving to a new frame and then moving bones on the model around. So if you moved bone B 10 meters left on frame 20, it would move 0.5 meters every frame. (Actually, not always true depending on the settings of the animation, but you get the idea).

You might want to look at the LE settings for the existing exploding barrels and such in Renegade, to see how they are setup there, so you can copy the settings for your own barrels.